

II. Engineering

1967(?)

1. Introduction to CR III. See how far the heeler's present state of understanding carries him in explaining CR III to you. This should reveal fundamental engineering weaknesses, etc.
 - a. Note that our broadcast day can be (and has been) run from CR III.
 - b. Be sure to include the patchboard.
2. Patchboard in CR II. The CR III patchboard is a good preliminary to this. Color coding of patch labels. Be sure you understand all the new patches in CR II.
3. Remote broadcasting
 - a. All the equipment that must go along
 - b. Arrangements for bringing in the remote at the station
4. Use of the tape recorders. Tape and input monitoring, recording, and editing. Include demonstration on the editing 351. Stress that one never touches a recording head with a metal object (such as a ball-point pen tip).
5. Recording on the CR III cartridge tape machine.
6. Tape bulking and the importance of not leaving important tapes lying around CR III. (Remember to include the effect of the bulker on wristwatches.
7. Fine points of CR II: Program switches (to left of VU), start buttons (2) for ATC., audition and program channels, master channel pots, to-be-completed tape recorder nemo on Xmas tree panel. Take a look at the circuit card baskets inside the console. (Before opening the lid, remove both the mike and the ring into which it fits.)